

Player Commands	World Editing	Misc. Commands
<code>/give</code> Give yourself any item. {itemName} [count] [variation]	<code>/placeTile {tileset} {tile type} {x} {y}</code> Place tile relative to your position.	<code>/passive</code> Toggle enemy AI passive behavior.
<code>/give food</code> Give yourself any food. {Item1} + {Item2} [count]	<code>/placeTile {item name} {x} {y}</code> Place tile relative to your position.	<code>/spawn {entityName} {x} {y} [variation]</code> Spawn any entity at position.
<code>/clearInv</code> Clear the player inventory.	<code>/removeTile {tile type} {x} {y}</code> Remove tile relative to your position.	<code>/hide <target> [state]</code> Hide User Interface, Inventory and Player visual elements. Possible targets: player, ui, inventory
<code>/heal</code> Use to fully heal the player. [amount]	<code>/removeTile {item name} {x} {y}</code> Remove tile relative to your position.	<code>/repeat {times} {command name} [command parameters]</code> Repeat any valid command
<code>/feed</code> Use to fully feed the player. [amount]	<code>/placeTileArea {tileset} {tile type} {sX} {sY} {eX} {eY}</code> Place tiles in area relative to your position.	
<code>/maxSkills</code> Max out all skills.	<code>/placeTileArea {item name} {sX} {sY} {eX} {eY}</code> Place tiles in area relative to your position.	
<code>/resetSkills</code> Reset all skills to 0.	<code>/removeTileArea {tile type} {sX} {sY} {eX} {eY}</code> Remove tiles in area relative to your position.	
<code>/setSkill</code> Set the given skill to the given level (0-100) {skillName} [level]	<code>/removeTileArea {item name} {sX} {sY} {eX} {eY}</code> Remove tiles in area relative to your position.	
<code>/kill</code> Kill the player.	<code>/remove {objectID} [all slow]</code> Remove closest matching entity from world.	
<code>/invincible</code> Toggle the player's invincibility.		
<code>/noClip</code> Move freely without physical limitations.		
<code>/noclip</code> Set noclip movement speed. speed {multiplier}		
<code>/setReveal</code> Set your character map reveal radius. Also enables seeing through walls. {radius}		